```
WAL::Scene
+ Entity
  _id
 _entities
  newEntities
  _views
   nextID
+ getID()
+ getEntities()+ addEntity()
+ scheduleNewEntity()
+ view()
+ applyChanges()
+ Scene()
+ Scene()
  ~Scene()
+ operator=()
  componentAdded()
  _componentRemoved()
  _entityRemoved()
               +_scene
       WAL::Entity
   uid
  name
 _disabled
   shouldDelete
 _notifyScene
- _components
- Scene

    nextID

+ getUid()
+ getName()
+ setName()
+ isDisable()
 + setDisable()
+ shouldDelete()
+ scheduleDeletion()
+ getComponent()
+ tryGetComponent()
+ getComponent()
and 13 more.
  _componentAdded()
  _componentRemoved()
               #_entity
    WAL::Component
     + operator=()
    + ~
        Component()
     + clone()
    + onStart()
     + onStop()
    #
       Component()
    # Component()
             Δ
BBM::LevitateComponent
+ up
+ y
+ clone()
+ LevitateComponent()
+ LevitateComponent()
+ LevitateComponent()
   -LevitateComponent()
```

+ operator=()